

Players Notes for Dale, David and Michael

BIDDING WITH OPPONENTS SILENT

1. Transfers and other responses to No-trumps

Major suit transfers are played after a 1NT or 2NT opener, natural 1NT and 2NT overcall (i.e. not unusual), and after 2♣/♦ opener- relay-2NT re-bid

NB. If the Opener simply completes the transfer this is not an agreement to the suit except where there has been an intervening bid by RHO

- When opener bids the expected major, bid of a new suit by responder shows at least 5/4 distribution and is forcing to game (with 5/5 in the majors transfer to spades first). *Bid of a third suit by opener shows a stop for NT but concern about the fourth suit*
- When opener bids the expected major, a NT re-bid from responder shows 11-12 HCP and the 5-card major
- When opener bids the expected major, a raise shows a 6-card suit
- When opener **'breaks'** and does not bid the expected major he is showing a maximum suitable hand and four cards in the expected major. When the original bid was 1NT the break shows a doubleton in the suit bid, Jx or worse. When the original bid was 2NT the break shows a suit with a potential source of tricks. *A three-level re-bid of the expected major by responder is not forcing.*
- Opener may **'bounce'** i.e. jump in the expected major. He is showing reasonable/good quality four cards in the expected major and mainly Aces and Kings i.e. a hand not suitable for defence.

Minor Suit Transfer. A 2♠ response to 1NT is a **minor suit transfer and a game try** with a 6-card minor suit headed by Ace or King and 9-11 HCP (with a weak hand and six card minor responder bids 2C Stayman initially). Opener relays with 2NT and then passes the minor suit response or bids 3NT depending on whether or not he thinks the suit will run (i.e. he has one of the top 3 honours). 1NT-2♠-2NT relay-3♠ shows responder is 5/5 in the minors.

A 3-level response to 1NT is a mild slam try with a 6-card suit requiring opener either to bid 3NT, or else cue bid with predominantly aces and kings.

A 3♠ response to a 2NT opener is 5/4 or better in the minors and slam interest

2. Jacoby-Style Raise/Splinter Bids/Pudding Raise

Jacoby Raise

Over 1♥/1♠ a jump to 2NT by responder (with Opponents not bidding) shows 10-16 HCP 4+ card support, eight losers or fewer and most likely a balanced or semi-balanced hand

- If minimum, opener re-bids his suit at the 3-level with a 5-card suit or game with a 6-card suit
- Opener re-bids 3NT with a 4-card suit, showing 15-20 HCP. *(A suit bid by responder is then a cue bid and 4NT quantitative)*
- Otherwise, Opener re-bids:
 - 3♣ with a 5-card suit and 5 losers (game force)
 - 3♦ with a singleton and 6 losers *(3♥ by responder asks opener to name his singleton)*
 - Exceptionally a jump re-bid showing 5-5 or greater distribution and 6 losers or fewer

Splinter.

- Responder Splinter:** Over 1♥/1♠ a double jump in a new suit by responder shows game values (10+HCP), 4+ card support and singleton or void in the bid suit.
- Opener Splinter over a major bid by responder.** If responder bids a major suit a double jump in a lower ranked suit to opener's first is a splinter supporting responder's suit and shows 15+HCP. If the suit re-bid is higher ranked (a reverse) a single jump is a splinter and double jump a super-splinter showing a void or singleton Ace in the suit. e.g. 1D-1S-3H is a splinter agreeing spades and 4H a super splinter
- Opener Splinter over a minor bid by responder.** A jump by opener in one of the other two suits is a splinter agreeing the minor. A double jump in one of the other two suits suit shows a singleton ace or void.

After a splinter a new suit is a slam-try cue bid and 4NT = RKB

Pudding Raise

A 3NT response to 1 of a suit open with no interference is a pudding raise showing 4+ card support, balanced with game values (12-15 HCP) and denies 4♥/♠ if made over a minor. Opener's 2nd bid is game in the agreed suit, RKB or controls cue bid with slam potential, or pass if 3NT seems the best contract.

3. 2NT enquiry after a weak 2 opener (and opponents not bidding)

Any bid by responder after a weak 2 except 4NT (RKB) or 2NT is to play. Responder bids 2NT with at least a good shaped opening hand and 4-card support, or 14-15 HCP and 3-card support, or 16+ HCP with 2 card support. Opener re-bids 3 of the major if weak, shows outside values, bids 3NT with two of the top three honours* or exceptionally 4 of the major with a 7-card suit. 2M-2NT-3NT-4NT is RKB.

**Opener cannot have all three top honours for a weak 2 open*

4. Trial bids and Stopper Showing bids

After responder simply raises opener's suit a re-bid of the same suit by opener is a pre-emptive barrage and not a game invitation. Otherwise:

- After 1 major – 2 same major, a new suit bid by opener is a trial bid asking responder to bid game with 0-1 loser in the suit or if maximum with 2 losers, otherwise 3 of the major.
- After 1 minor – 2 same minor, a new suit bid by opener shows 16+ HCP and a stop for a potential NT contract, bid 'Italian style' e.g. 1♣-2♣-2♥ shows a heart stop and denies a diamond stop.
- Similarly, if opener supports responder's minor a new suit by responder shows a stop in the suit and 11+ HCP

If opener opens a minor, and re-bids with a jump in the same minor, opener is showing a good 6-card suit and 16+HCP and a new suit by responder is then a stopper showing bid

5. Fourth Suit Forcing.

After the partnership had bid 3 suits a bid of NT promises 2 stops in the fourth suit. Bidding the fourth suit at the 2-level or above shows 12+ HCP, implies 1 stop and is forcing to game in principle.

After 4SF by responder, opener may re-bid NT with 'half' a stop in the fourth suit. Responder may also use 4SF to show 3-card support for opener's 1st suit and 15+HCP, i.e. a hand too strong to jump to game after opener's re-bid.

6. Stayman and Puppet Stayman.

Stayman: We play non-promissory Stayman over NT bids as for transfers:

- After 1NT-2C-2(Any) a re-bid of a minor suit is a weak take-out
- With 5/4 in the majors and a weak-ish hand (up to a bad 12HCP) use Stayman e.g. opener should pass after 1NT-2C-2D-2Major. (With a stronger hand and 5/4 in the majors use major suit transfers)
- After 1NT-2C-2M a bid of the other major by responder agrees opener's major and is a slam enquiry

Puppet Stayman: After opener bids (or re-bids) 2NT showing a strong balanced hand, 3♣ asks for either 4- or 5-card majors, with the 2NT opener then responding:

- 3♦ - no five-card major, but at least one four-card major.
- 3♥ - shows 5 hearts/3♠ - shows 5 spades.
- 3NT - denies a four or five-card major.

After 3♦ the responder (i.e. the original puppet Stayman bidder) then bids:

- 3♥ - denies four hearts, shows four spades. Opener then bids 3NT or 4♠.
- 3♠ - denies four spades, shows four hearts. Opener then bids 3NT or 4♥.
- 3NT - no 4-card major (the original 3♣ bid was seeking a 5-card major).
- 4♣ - 4-4 in both majors. Opener then bids his better 4-card major (4♥ or 4♠).

7. Checkback convention.

A 1NT re-bid shows 15-16HCP. A 2NT re-bid shows 17-18 HCP over a 1-level response from partner and 15-18 over a 2-level response. 2/3♣ is checkback and shows game potential if opener is maximum

Opener shows (in order):

- 4-card support for ♥/♠ (if bid);
- a 5-card major;
- 3-card support for ♥/♠ (if bid);
- 2/3♦ or 3NT with 17-18 HCP if responder's first bid was at the 2-level.

8. After Opener Reverses – using Lebensohl to show a weak hand

After a reverse by opener any further bid by responder other than Lebensohl is forcing to game (and 3-level bids should be alerted as such). 2NT is a Lebensohl bid by responder, transferring to 3C, showing responder is weak (< 9HCP and/or a misfit). *After the transfer responder then bids what he would have done but for the reverse at the lowest available level (or passes with a club suit).*

9. Weak Hands: Pre-emptive Opening Bids

- a) A pre-empt of 4 of a major is within two tricks of the bid.
- b) In 1st position pre-empts are aggressive 5-9HCP with any outside honours probably contained within a single suit i.e. not more than one trick in defence, and when vulnerable having good intermediaries in the suit bid.
- c) In 2nd position pre-empts are constructive, promising 2 of the top 3 honours (allowing responder to assess if the suit will run)
- d) In 3rd position at favourable vulnerability (NV against Vul.) HCP range is wider and suit quality may be compromised and/or contain 6-cards only
- e) Responder bidding without support for the pre-empted suit bid promises 16+HCP and a new suit bid is forcing, promising 6 good cards. With a singleton or void in responder's suit opener returns to his own suit, with a doubleton raises, and with 3-card support cue bids his singleton or void suit.
- f) With support for the suit responder bids according to the level of the fit
- g) 3NT = Gambling 3NT i.e. shows a solid minor with no outside ace or protected King. Partner relays to 4♣ with inadequate stops.

10. Other Strong Hands/Slam Bidding

Opener's Strong Hands

2♣ = 10+ playing tricks in an unspecified suit(s) or 23+ HCP balanced

In response

- a) 2♦ = a positive response with an Ace or King. (After a positive response a 2NT re-bid by opener is balanced, unlimited)
- b) 2♥ = a negative response with no Ace or King. (After a negative response a 2NT re-bid by opener is balanced, 23-24HCP). After a 2♠ re-bid by opener a second bid by responder of 2NT denies any honour at all.
- c) 2♠/3♣/3♦ = 5 card suit, two top honours in the suit
- d) 2NT = 5 card heart suit, with two top honours.

e) After 2♣ - 2♦ - Any suit, with 2 or more cards in opener's suit, a single raise promises 1st round control in another suit, a game raise shows a minimum hand, 3NT shows a singleton or void in opener's suit, a new suit promises at least 5 cards

2♦ = 8 or 9 playing tricks in an unspecified 6-card suit or 19+ HCP, 4-4-4-1

In response

- a) 2♥ = Relay, after which Opener identifies his suit at the lowest available level with 8 tricks. With 9 tricks in a major opener jumps to 3♠/4♥. With a 4-4-4-1 hand opener re-bids 2NT
- b) Exceptionally responder does not relay but changes the suit when holding a good 6+ cards in the suit **and** a singleton or void
- c) After 2♦-2♥-3♣/3♦, a new suit by responder is stopper-showing for NT bid showing the cheapest first

Responder's Strong hands.

- a) A jump-shift by responder who is not a passed hand usually promises 4-card support for partner and a long(ish) suit headed by an Ace or King in the suit bid.
- b) Exceptionally, a jump-shift by responder shows a strong hand and self-supporting suit with five losers or better
- c) After a strong jump shift opener's rebids:
 - 2NT or 3NT with only four cards in his original suit
 - A cue-bid, or
 - Re-bids his suit (forcing) with nothing to cue bid

Responder then cue-bids or else bids his original suit again which then sets responder's suit as the agreed trump suit

Note: After a strong jump-shift the final contract will be game or slam in either player's first bid suit, or in NT. Similarly, if opener bids a major and jump re-bids the same major (showing a good 6-card suit and 15+ HCP), a third suit bid by responder is a cue bid promising three cards or a doubleton honour in Opener's suit).

*A jump-shift by Responder **after** he has already passed is a **fit Jump** showing 4 card support for partner, 5-9HCP, and the further suit headed by 2 of the top three honours or AJ.*

Roman Keycard Blackwood:

To initiate RKB, the trump suit is agreed, the bidder believes slam is likely, does not have a void, and has an expectation the partnership has A, K or a singleton in every suit.

Response to 4NT: 5♣ = 3 or 0 key-cards, 5♦ = 1 or 4 key-cards, 5♥ = 2 key-cards with no trump Q, 5♠ = 2 key-cards with the Q. (If responder has a void he ignores it). Thereafter:

- a) The next non-trump suit up after 5♣/♦ asks partner to re-bid trumps at the lowest available level without the trump Q or else show a non-trump king/or bid a small slam with no such king
- b) 5NT asks for non-trump Ks to be bid as a cue bid or bid 6NT with 2 kings.

5NT Grand Slam Force:

A direct bid of 5NT (i.e. missing out 4NT) is forcing to slam in the agreed trump suit or the suit last bid if none is agreed. In response

- a) 6 of the agreed trump suit if holding one of the top three trump honours
- b) 7♣ with 2 of the top 3 honours, allowing the 5NT bidder the option to settle on a grand-slam in a suit other than the one notionally agreed

11. Action after other opener rebids.

- a) After a suit response to an opening bid, a change of suit by opener is forcing for 1 round unless responder's first bid was at the 1-level, opener does not reverse, and there is a clear misfit
- b) After 1M – any - 3M a new suit by responder is an advanced cue bid agreeing opener's major suit and with slam potential.
- c) After 1m – any - 3m (jump) a new suit by responder is a stopper - showing bid.

12. Italian-style Cue Bids.

Except when one of the players is named David, when a suit is agreed (including via Jacobi etc.) any new suit that is *not* a trial bid shows first or second round control and denies control in any intervening non-trump suit. A cue bid by partner then shows control in the suit bid and an intervening suit missed out in the original cue bid. A repeat of the cue bid suit at the 5-level (i.e. missing out 4NT RKB) shows a void.

COMPETITIVE AUCTIONS WHEN WE HAVE OPENED THE BIDDING

BIDDING WITH OPPONENTS INTERFERING OVER OUR 1NT

13. After opening 1NT and an overcall by opponents.

First, responder should decide if the conditions are right to compete, then:

- a) **Double** is values but not enough for game.
- b) A suit bid is competitive (transfers off). A jump in a major not shown by opponents shows a good 5-card suit and is forcing.
- c) 2NT is Lebensohl requiring opener to re-bid 3♣, either as a start of a transfer to a minor or Stayman *with* a stop in opponents' suit.
- d) A *direct* cue bid of opponent's suit by responder is Stayman and *denies* a stop in opponents' suit. An *indirect* cue bid (i.e. via Lebensohl) promises a stopper
- e) 3NT is to play and guarantees a stopper in opponents' suit
- f) If opponents' intervention is conventional (e.g. Aspro)
 - (i) Double, shows a 5-card suit in the suit actually bid
 - (ii) A cue bid of the suit promised by the opponent's bid is equivalent to a take-out double, may be 2-suited and is a game force

14. After opening 1NT and Double by opponents: Moscow Rescue.

After 1NT is doubled by opponents, *responder's pass is forcing* and shows both less than 8HCP and no 5-card suit. Re-double shows 8+HCP, a suit bid = 5-card suit.

If partner passes, opener bids a 5-card suit or else re-doubles to find the best 4-card fit.

BIDDING WITH OPPONENTS INTERFERING OVER OUR SUIT BID

15. Action after opening 1 of a suit and interference by opponents

Negative doubles apply up to and including 3D. Double of 1C - 1D (overcall) promises both majors; double of 1H-1S (overcall) promises both minors. Double of a major promises the other major at the 1- and 2- level only

A double over a 1-level intervention shows 6+HCP

A double over a 2-level intervention shows 8+ HCP

A double over a 3-level intervention shows 10+HCP

After Partner Opens and Opener's LHO overcalls (or WJO) a suit:

With less than 10HCP:

- a) A bid of 1NT by responder promises 5-9 HCP and toleration of opener's suit (2 cards)
- b) With 4+ card support for partner, 5-9HCP, *and* a further suit headed by 2 of the top three honours or AJ consider a **fit jump** in this suit. (3 cards and an honour in partner's suit is sufficient if partner can respond at the 3-level).
- c) Double is a negative double, denying 3-card support for partner's major or 4-card support for a minor

With 10+HCP:

- a) A bid of 2NT by responder promises 10-13 HCP, toleration of opener's suit (2 cards) *and* 2 stops in Opponents' suit
- b) A new suit at the 3-level shows a 5+card suit and is forcing for at least one round
- c) After opener bids a major suit which is overcalled an UCB by responder is equivalent to a Jacoby raise and a *jump* by responder in his RHO's suit is a splinter agreeing opener's suit with 11+ HCP and singleton or void in opponents' suit
- d) After opener bids a minor suit which is overcalled an UCB also suggests half a stop in opponents suit for a possible 3NT contract or is a strong hand intending 5 of the opener's minor or slam if opener is better than minimum
- e) If opponent's overcall is a WJO e.g. 1H-3D overcall, double from responder is still a negative double, showing 10+HCP but does *not* guarantee four cards in the other major and may be passed for penalties by opener on suitable hands.

Otherwise:

- a) A pass by responder invites partner to re-open with a T/O double with shortage in opponents' suit which responder may convert to penalties (especially with opponents vulnerable). If the auction progresses further and responder passed the initial overcall, any subsequent double by responder is for penalties.
- b) A 2-level bid in a major after an overcall promises five cards in the major
- c) If LHO opponent overcalls, responder changes suit and RHO passes a re-bid of LHO's suit by opener shows a balanced hand with 15+ HCP but inadequate stops in LHO's suit to re-bid NTs, e.g. 1H - [1S] - 2D - [pass] - 2S

After Opener's LHO doubles:

With Less than 10 HCP:

- a) A change of suit by responder is natural and forcing
- b) 1NT shows 6-9 HCP and 2-card support for opener
- c) A jump change of suit by responder (below game level) is a **fit Jump** showing at least 5 cards in the suit named and 3-card support for opener's suit.
- d) A single raise of opener's suit shows either 6-9 HCP and 3-card support for opener, or a weak hand and 4-card support, i.e. with 4-card support for opener barrage by bidding opener's suit one level higher than normal
- e) With a weak hand and 5-card or better support for opener's major consider a pre-emptive jump to game

With 10+ HCP, Re-double or bid 2NT

- a) Re-double with a dislike of opener's suit. Opener will double RHO's suit if he can (for penalties), or pass unless he opened initially with a weak hand and six-card suit.
- b) If responder re-doubles initially then bids opener's suit over opponent's bid he is showing 10+ HCP and *precisely* 3-card support for opener.
- c) 2NT is Truscott showing 10+ HCP and 4-card support for opener

If opener's LHO passes, partner bids a new suit and opener's RHO overcalls:

- a) Pass by opener shows a weak unbalanced hand, at least 5 cards in the original suit bid, and probably < 2 cards in partner's suit
- b) With a singleton in Opponents' suit i.e. 5-3-4-1 shape, and a minimum hand, support responder's major suit holding 3-cards in preference to re-bidding a four-card minor
- c) A re-bid of opener's original suit shows 6 cards (exceptionally, a solid 5 card major)
- d) A NT re-bid from opener shows he or she was planning to re-bid NTs without the interference and has **two stops** in RHO's suit.
- e) Double shows 15+HCP and no or one stop in RHO's suit (i.e. opener was planning to re-bid NT, but cannot do so after the overcall not having two stops). *On suitable hands, responder may convert to a penalty double, bid NT or re-bid his own suit. A bid of opener's original suit is a game force showing 3-card support and a new suit bid by responder is forcing.*

- f) A jump in opponent's suit is a splinter showing 4-card support for partner and singleton or void in opponent's suit

If opener's LHO passes, partner raises opener and opener's RHO overcalls:

- a) Pass by opener shows his first bid was made on a weak-ish hand (12-15 HCP and a 5-card suit.
- b) A further raise by opener is to compete and not a game try.
- c) If opener wishes to make a game try he/she bids a new suit if one is available below the three level of the agreed suit (possibly a 3 card suit) or else doubles showing 17+HCP, only 4 cards in the original major hand*, and unsure of best contract (partner may choose to pass the double for penalties)

* After a sequence 1H-[NB]-2H-[3D]-DBL by opener is a game try

After Opener's LHO interferes over our strong 2C bid

- a) Pass by responder does not imply a pointless hand but is 100% forcing as partner has opened a game force bid
- b) Double = a stop in opponents' suit for NT
- c) A suit bid = good five card suit

COMPETITIVE AUCTIONS WHEN OPPONENTS OPENED THE BIDDING

16. After Opponents Open a Weak NT:

Double for Penalties: We double with 16+ HCP and a balanced hand or a long establishable suit and partner *must* pass unless opponents rescue. Any subsequent double by either player is for penalties.

If opponents initiate a rescue:

- Pass by the doubler is forcing
- A suit bid by doubler's partner is natural and shows a weak hand unsuitable for defending when opponents escape
- A bid of the suit opponents are showing (artificially or naturally) is a two-suited take out
- We do not pass out a two-level escape bid by opponents

Aspro: Over a weak 1NT open by opposition 2♣ = 2 suited in ♥ /another, 10-14 HCP, 5/4 or better, few outside values and good intermediates. 2♦ is similar in ♠/another. With 5/4 in both majors anchor to the shorter suit (weaker with 5/5).

Similarly, after opponents open a short 1C and re-bid a weak 1NT re-bid.

Partner responds

- With two cards or fewer in the anchor suit bid the next suit up

In response: The Aspro bidder passes if this is his 5-card suit, or else bids his five-card suit. With a singleton or void in this 5-card suit partner may bid 2NT requiring the Aspro bidder to bid his 4-card suit to play

- With three cards in the anchor suit and a singleton or void elsewhere bid 2 of the anchor suit. Otherwise, bid the next suit up as in paragraph a)
- With four cards in the anchor suit bid as many as you expect to make assuming an opening hand from partner or a little less if the Aspro bid was in the protective position
- With a shortage in *both* the next suit up and the anchor suit and 7-11 HCP, bid 2NT to play
- With a strong hand and 3-card support for the anchor suit (or 16+HCP and 2-card support) raise the Aspro suit (forcing) to play in 4 of the major, 3NT or exceptionally bid 4C

After Opponents Open a Weak NT and Transfer/Use Stayman

- Double = Lead directional with 5 good cards in the suit bid by RHO. A later bid in a new suit promises 5/4 or better in the two suits
- A cue bid of the suit opponents promised by a transfer is a strong take-out with shortage in the suit indicated
- An overcall shows an opening hand with a 5-card suit
- In protective position (i.e. after transfer is completed and passed by opponents.) = natural

17. Action after opponents open a suit

First, decide if the conditions are right to compete, then:

- A simple overcall shows a 5+ card suit, 7-17 HCP at 1 level, 12-17 at 2 level
In response, in general "support or shut up" (Pass with three small cards a balanced hand and < 10 HCP). Otherwise, a new suit in response shows a good 5+ card suit, is not forcing and promises support for partner ("fit non-jump"). A NT bid promises 2 stops in opponents' suit and 10+HCP. A fit Jump shows good support for the overcalled suit, 5+ cards in the 2nd suit with at least A or K and 5-10 HCP. An UCB is invitational with 11+ HCP.
- A jump overcall is weak and shows a good 6+ card suit, and 6-10 HCP (strong in protective position implying 7 playing tricks)
In response: A new suit shows a good 6+ card suit and is not forcing. 2NT/3NT is strong and to play with opponents suit stopped: An UCB is invitational
- A direct cue bid is Michaels' and shows 10+ HCP with at least 5/5 in the two majors over a minor, and the other major and a minor over a major. A 2NT response from partner asks which minor
- A 1NT overcall is natural, 16-18 HCP, and a stop; (maybe 15HCP); Stayman and transfers are "on". A 2NT overcall is unusual except in the protective position showing 10+HCP in the two lowest ranking suits, (20-22HCP in the protective position)
- Double is standard take-out double, or exceptionally a strong, single suited hand.

f) In protective position a double may be as weak as 9HCP. A bid of 2NT by responder is then the start of a **scramble** showing two potential places to play and partner should bid the lowest ranked 4-card suit (even with a higher ranked five card suit). After opponents barrage with a jump in their suit and partner doubles, 3NT is also a scramble

g) Double followed by a NT re-bid shows 15-18 HCP and a stop.

h) After RHO bids over partner's take-out double of opponents' opening bid, a further double shows 9+HCP and four-cards in RHO's suit

i) **After opponents bid and respond weakly** with a simple raise we are unlikely to have a game available. In the *pre-protective* position:

- Pass with a balanced hand. If LHO also passes partner should bid in the protective position
- With 7+ HCP show a 5-card suit if available at the two-level and 6-card suit at the two or three level
- Double with a shortage in opponents' suit and 9+HCP
- 2NT is unusual

j) **After opponents bid a weak NT and subside weakly** after using Stayman, a re-opening double is competitive and 2NT in response is a scramble asking for 4-card suits in ascending order

by re-bidding the cheaper of the two. Similarly, breaking the Lebensohl relay and bidding another suit (usually 3♦ after a weak 2 major) shows a 2 suited hand usually diamonds and the other major

d) Double followed by a NT re-bid over any response shows 21-23 HCP balanced and a stop

e) A cue bid asks for a stop for NT or else bid 4♣

f) 2NT is 17-21 balanced with one stop in opponent's suit. *In response, Puppet Stayman, and transfers apply, including 3♠ as a minor suit transfer*

g) 3NT shows a long minor, a stop and 8 or 9 expected tricks

h) Exceptionally, after [2M]-double-[pass]-2NT (Lebensohl)-[pass]-3C, a cue bid of opponents' major by the doubling hand is forcing to game and promises *exactly* four of the other major *and* a stop in opponents' suit.

18. Action after opponents open a weak 2

Michaels' and Unusual NT bids are "off"

- An overcall shows an opening hand, five cards and usually six at the 3-level.
- A jump overcall is strong with a six-card suit (i.e. equivalent to a strong 2 opening bid)
- Double is an opening-hand take-out or may only be a two-suiter hand with a better than opening hand. *In response, partner bids what he expects to make or else 2NT (Lebensohl) shows a weak hand, and a cue bid shows 2 suits of equal rank. If responder bids the suit for which the doubler has no or limited support he can show the 2-suits*

Unassuming Cue Bid (UCB) Summary

Apart from a Michaels' Cue Bid, a bid of opponents' suit at the lowest available level (below the 4-level) is a forcing bid showing:

- a) After opponents open and partner overcalls, an UCB shows 3+ card support for partner and 10+ HCP. (After a WJO weak an UCB may have only two card support and a very strong hand).
- b) After partner has doubled opponents' suit for take-out an UCB shows 4 cards in two suits of equal rank (i.e. both majors over opponents' minor and vice versa).
- c) After opponents open a weak 2, a direct bid of a UCB asks partner to bid 3NT with a stop in opponents' suit
- d) After opponents overcall our opening bid see *(xv e) and f)*

Fit Jumps/Fit Non-Jumps Summary

These Occur

- (i) A jump as an already passed hand after partner opens (5-9HCP, 4 card support for opener's suit, and 5+ cards in the suit bid headed by two of the top three honours of AJ)
- (ii) A jump below game level after opponents bid a take-out double (5-9HCP, at least 3 card support for partner and 5+ cards in the bid suit)
- (iii) A jump in response to partner's overcall of opponents opening bid (5-10HCP, good support for partner's suit and 5+ cards in the bid suit headed by A or K)
- (iv) A new suit (not a jump) in response to partner's overcall of opponents opening bid (support for partner's suit, 5+ good cards in the bid, not forcing)

Lebensohl Summary

A bid of 2NT (Lebensohl) occurs

- (i) After a reverse by opener and shows responder has a weak hand
- (ii) After opponents overcall partner's 1NT. If responder bids opponents' suit in the next round this promises a stopper for NT
- (iii) After partners doubles opponents' weak two opener and shows responder has a weak hand. If the weak 2 was a major a further bid by responder of opponents' suit promises four cards in the other major and a stop in opponents suit